## **CLAIMS:**

## I claim:

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- 5 1. A computer interface system, comprising:
  - a microphone that receives audio input from a user;
  - a voice recognition mechanism; and
  - a graphical user interface that prompts the user for expected inputs that the user can speak at designated points in a dialog according to a specified grammar;
- wherein prompts may specify the type of expected input; wherein prompts may specify words that are recognized by the system.
  - 2. The system according to claim 1, wherein prompts that represent non-terminal tokens in the grammar are replaced with one of a set of other prompts in the grammar in response to spoken input.
  - 3. The system according to claim 1, wherein the graphical user interface is built automatically from a single dictionary and grammar specification.
- 20 4. The system according to claim 1, further comprising: at least one speaker that provides audio prompts for expected inputs.
  - 5. The system according to claim 1, wherein a prompt may further comprise a second graphical user interface window.
  - 6. The system according to claim 1, wherein the graphical user interface further comprises a pull-down menu.
- 7. The system according to claim 1, further comprising a set of reserved words that activate specified prompts when spoken by the user.

Patent Application
Docket Number: AALCA.0103
Page 15 of 18

8. A computer program product in a computer readable medium for use in a computer interface system, the computer program product comprising:

first instructions for receiving audio input from a user; second instructions for automatic voice recognition; and

third instructions for displaying a graphical user interface that prompts the user for expected inputs that the user can speak at designated points in a dialog according to a specified grammar;

wherein prompts may specify the type of expected input; wherein prompts may specify words that are recognized by the system.

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- 9. The computer program product according to claim 8, wherein prompts that represent non-terminal tokens in the grammar are replaced with one of a set of other prompts in the grammar in response to spoken input.
- 15 10. The computer program product according to claim 8, wherein the graphical user interface is built automatically from a single dictionary and grammar specification.
  - 11. The computer program product according to claim 8, further comprising: fourth instructions for outputting audio prompts for expected inputs.

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- 12. The computer program product according to claim 8, wherein a prompt may further comprise a second graphical user interface window.
- 13. The computer program product according to claim 8, wherein the graphical user interface further comprises a pull-down menu.
  - 14. The computer program product according to claim 8, further comprising a set of reserved words that activate specified prompts when spoken by the user.

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A method for interfacing between a computer and a human user, the method comprising the computer implemented steps of:

Patent Application
Docket Number: AALCA.0103
Page 16 of 18

receiving audio input from the user;
interpreting the audio input via voice recognition; and
displaying a graphical user interface that prompts the user for expected inputs that the
user can speak at designated points in a dialog according to a specified grammar;
wherein prompts may specify the type of expected input;
wherein prompts may specify words that are recognized by the system.

- 16. The method according to claim 15, wherein prompts that represent non-terminal tokens in the grammar are replaced with one of a set of other prompts in the grammar in response to spoken input.
- 17. The method according to claim 15, wherein the graphical user interface is built automatically from a single dictionary and grammar specification.
- 15 18. The method according to claim 15, further comprising: outputting audio prompts for expected inputs.
  - 19. The method according to claim 15, wherein a prompt may further comprise a second graphical user interface window.
  - 20. The method according to claim 15, wherein the graphical user interface further comprises a pull-down menu.
- 21. The method according to claim 15, further comprising a set of reserved words that activate specified prompts when spoken by the user.

Patent Application
Docket Number: AALCA.0103
Page 17 of 18

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